Rules of Cuttle

Introduction

Cuttle is a two-player combat card game dating from the 1970s at the very latest. The game is the earliest known depiction of combat games like mtg and yu gi oh. This guide includes the main rules used on the site cuttle.cards as well as two variants one variant for three player free for all games and another one for 2v2 games

main game

Players and cards

Cuttle is played by two players using a standard 52-card deck.

Goal

The goal is to be the first to accumulate 21 or more points worth of point cards on your side of the table, at which point you win the game.

Set-up

Remove the two jokers from the deck they will not be used

The dealer shuffles the deck and deals six cards to himself and five to his opponent. The dealer's opponent takes the first turn.

The remaining deck is placed face-down and becomes the draw pile. During the game, discarded cards are stacked face-up next to it and form the scrap pile.

Gameplay

On your turn you may perform any one of the following actions:

- draw a card from the draw pile You may not draw past the 8-card hand limit. If there are no cards left in the deck, you may pass. Three consecutive passes ends the game in a stalemate
- play a point card
- play a one-off effect card
- play a permanent effect card

The turn then passes to your opponent.

Card types

In Cuttle the cards are broken down into three categories:

- point cards
- one-off effect cards
- permanent effect cards

Playing point cards

Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10

Aces are worth 1 point. Number cards are worth their face value.

Point cards are played face-up on your side of the table and add up to form your total points. The first player to accumulate 21 total points wins the game.

Scuttle
Scrap an opponent's point card with a bigger one from your hand. Ties are broken by the suit:

Clubs (Weakest) < Diamonds < Hearts < spades (Strongest)

Playing one-off effect cards

Ace, 2, 3, 4, 5, 6, 7, 9

One-off effect cards are never placed on the table but are immediately discarded upon use, at which point their effect is triggered. See the list below for a description of each effect.

Playing permanent effect cards

8, Jack, Queen, King

Permanent effect cards are played face-up on the table like point cards, though note that the 8 is turned sideways. A permanent effect lasts for as long as the card is on the table. See the list below for a description of each effect.

One-off effects

Ace

Scrap all point cards on the table.

2

Scrap any permanent effect card on the table or block an opponent's one-off effect.

When your opponent plays a one-off effect, you can immediately play your 2 to render that effect null. Your 2 then follows the opponent's one-off effect to the scrap pile. You can even use a 2 to counter an opponent's 2.

3

Rummage through the scrap pile and add a card of your choice to your hand.

4

Your opponent must discard two cards of his choice from his hand.

5

Discard one card then draw up to three cards from the deck up to the 8 card hand limit.

6

Scrap all permanent effect cards on the table.

7

Reveal the top two cards of the deck to both players and choose one to play however you choose.

9

Return a card from your opponent's field to their hand. They cannot play it next turn.

Where multiple Jacks are stacked on a point card so that it's under your opponent's control, you may use a 9 to return one of the Jacks to your hand. With one Jack removed, the point card is then moved to your side of the table.

Permanent effects

8

Your opponent must play with the cards in his hand exposed until he is able to send your 8 to the scrap pile.

The 8 is placed sideways on the table, distinguishing it from point cards and making it look like a pair of glasses.

Jack

Take control of an opponent's point card.

The Jack is placed on top of an opponent's point card. Both are then moved to your side of the table and the point card becomes yours, the Jack remaining on top. If the Jack is removed the point card returns to your opponent's side.

Multiple Jacks can be stacked on a single point card, which switches sides each time a Jack is added or removed.

If a point card is discarded, either by an effect or by scuttling, any Jacks upon it are also discarded.

Queen

All your point cards and permanent effect cards on the table are protected against effects targeting single cards (i.e. 2, 9, Jack).

The Queen does not protect against effects targeting multiple cards (i.e. A, 6) or against scuttling.

The Queen does not protect itself or any other Queens on your side of the table.

King

Your total points required to win are reduced according to the number of Kings you control.

With one King your total points required becomes 14; with two Kings, 10; with three Kings, 5; and with all four Kings, 0 you immediately win.

Cutthroat cuttle (1v1v1)

Cutthroat is a fast-paced 1v1v1 version of Cuttle. It is played with the same rules as the base rules included here, with the following changes:

- The win condition is reduced. Players need 14 points to win by default, 9 points with one King in play, 5 points with two Kings in play, and having 3 Kings in play immediately wins (goal becomes zero).

- To start play, deal each player 5 cards and the player to the left of the dealer goes first. Which player is the dealer rotates clockwise each game.

- Shuffle two Jokers into the deck. Jokers count as Royals with the effect "Steal target Royal".
- The hand limit is reduced to 7 (from 8).

- When playing a glasses 8, instead of forcing players to play open handed, the player with the glasses may request to see either opponent's hand at any time

Team cuttle (2v2)

Team Cuttle is a 2v2 game where players sit across from their partner. A team wins if either of its players earns the required number of points, but players do not share cards in their hand or on their field (points are counted separately and your Royals do not directly affect your partner). Otherwise, the rules are the same as the base rules included here , with the following changes:

- Each player is dealt 5 cards, play starts left of the dealer and proceeds clockwise from there.

- Shuffle two Jokers into the deck. Jokers count as Royals with the effect "Steal target Royal". Similar to Jacks, they may transfer control of a Royal from any player to any other player.

- The hand limit is reduced to 7 (from 8).

- Jacks may be played to transfer control of any point card to any other player. You may therefore "steal" points from yourself (or anyone else) in order to give them to your partner, potentially winning on your turn with their points (their goal is still determined by the count of their own Kings on the field).

- Nines can be played for an alternative, similar effect. Whenever an opponent plays a Royal, you may immediately play a Nine in response to return that card to its owner's hand immediately, preventing its effect from taking place. Doing so may be done out of turn and does not take your turn, but does not prevent the target's owner from playing the card again on their next turn. Alternatively, you may still play a Nine for its original one-off effect on your turn (taking your turn to do so) to return a card to its controller's hand and prevent them from playing that card on their next turn.

FAQ

Can I play a two to counter a point card? What about a scuttle?

Nope! Twos can only counter One-Offs. You can play a two to destroy a Royal or Glasses Eight, but this takes your turn, unlike countering.

Do Queens protect against countering with a two?

Yes! Queens protect against targeting, when a card applies a unique effect to one specific card. This means your other cards (not the Queen, herself) are protected against Twos (either effect), Nines, and Jacks.

Do Queens protect against scuttling? What about Aces & Sixes?

No! Scuttling doesn't count as targeting, and neither do the board-wiping effects of Aces or Sixes. Queens only protect against the effects of Twos, Nines, and Jacks.

Can I counter a Two with a Two?

Heck yeah! Playing a Two to counter is a One-Off, which can be countered with a two. Stacked counters make for exciting plays and pivotal strategic moments.

Can I win by playing a King?

Yes! If you meet the required number of points, you win immediately. This means if you play a King when you already have enough points to meet the new limit, you win on that turn.

If I play an Ace or a Six, are my cards destroyed as well?

Yes. Aces and Sixes destroy all Point Cards and all Royals plus Glasses Eights, respectively. That includes any that you have out. Try to avoid destroying too many of your own cards!

My Seven revealed two Jacks and my opponent has no points. What happens?

If playing both cards revealed by a Seven is impossible (namely revealing two Jacks and your opponent has no point cards in play), choose one card to discard and place the other back on top of the deck.

What if I play a Seven and there is only one card left in the deck?

Reveal just the one card and continue play like normal. Similar to the above situation, if you reveal a Jack and your opponent does not have any point cards in play, that Jack is scrapped.

What happens when the deck is exhausted?

When there are no cards left in the deck, players may pass on their turn instead of drawing. If there are three consecutive passes i.e. player 1 passes, player 2 passes, then player 1 passes again, the game ends in a stalemate and neither player wins.